

The Fundamentalist

| Lv | Proficiency Bonus | Features | Cantrips | Spells Known | Elemental Slots | Slot level | Channeling Points |
|----|-------------------|--|----------|--------------|-----------------|------------|-------------------|
| 1 | +2 | Elemental Magic, Martial Arts | 2 | 2 | 1 | 1 | - |
| 2 | +2 | Medium of Nature, Elemental Discipline | 2 | 2 | 1 | 1 | 1 |
| 3 | +2 | Unarmored Defense, Worldly Aesthetic Feature | 2 | 3 | 1 | 1 | 1 |
| 4 | +2 | Ability Score Improvement | 2 | 3 | 2 | 1 | 2 |
| 5 | +3 | Extra Attack | 2 | 4 | 2 | 2 | 2 |
| 6 | +3 | Elemental Discipline (2) | 2 | 4 | 2 | 2 | 3 |
| 7 | +3 | Worldly Aesthetic Feature | 2 | 5 | 2 | 2 | 3 |
| 8 | +3 | Ability Score Improvement | 2 | 5 | 2 | 2 | 4 |
| 9 | +4 | Energy Strikes | 2 | 6 | 2 | 3 | 4 |
| 10 | +4 | Elemental Discipline (3) | 3 | 6 | 2 | 3 | 5 |
| 11 | +4 | Channel Energy | 3 | 7 | 2 | 3 | 6 |
| 12 | +4 | Ability Score Improvement, | 3 | 7 | 2 | 3 | 6 |
| 13 | +5 | Worldly Aesthetic Feature | 3 | 8 | 2 | 4 | 7 |
| 14 | +5 | Elemental Discipline (4) | 3 | 8 | 2 | 4 | 7 |
| 15 | +5 | Evasion | 3 | 9 | 2 | 4 | 8 |
| 16 | +5 | Ability Score Improvement | 3 | 9 | 2 | 4 | 8 |
| 17 | +6 | Worldly Aesthetic Feature | 4 | 10 | 2 | 5 | 9 |
| 18 | +6 | One with the Chaos | 4 | 11 | 3 | 5 | 9 |
| 19 | +6 | Ability Score Improvement | 4 | 12 | 3 | 5 | 10 |
| 20 | +6 | Ascended Mastery | 4 | 13 | 3 | 5 | 10 |

Class Features

As a Fundamentalist, you gain the following class features,

Hit Points

Hit Dice: 1d8 per Fundamentalist Level
Hitpoints at 1st Level: 8+ your Constitution modifier
Hitpoints at Higher Levels: 1d8 (or 5) + your Constitution modifier per Fundamentalist level after 1st.

Proficiencies

Armor: None
Weapons: Simple weapons
Tools: None
Saving Throws: Constitution, Wisdom
Skills: Choose Two from Arcana, Athletics, Acrobatics, History, Religion, and Nature

Equipment

You start with the following equipment, in addition to what’s granted by your background

- a(Scholar’s Pack) or b(Explorer's Pack)
- a(Component Pouch) or b (Druidic Focus)
- Any simple weapon or 10 darts

Elemental Magic

At 1st level, whether by birthright or immense training, you have learned to manipulate the elements of the world through spells.

Cantrips

You learn two cantrips of your choice from the Fundamentalist Spell List, you learn additional cantrips at higher levels as shown on the Cantrips column on the Fundamentalist Table.

Elemental Slots

The Fundamentalist table shows how many Elemental Slots you have and what level they are. You expend these Elemental Slots to cast Elemental Spells that you know. You regain any used Elemental Slots when you finish a short or long rest.

Elemental Spells Known

You learn two 1st-level Elemental Spells of your Choice from the Fundamentalist Table.

You know a number of Elemental Spells as shown on the Fundamentalist Table. When the table says you have learned a new Elemental Spell, you may choose a spell from the Mentalist Spell list. The Spell must be of a level you can cast using your Elemental slots. Whenever you gain a level in this class, you may replace one of your known spells following the criteria above.

Additionally, The Fundamentalist Spell List behaves differently from those of other classes. These spells are not categorized by their spell school, but instead by which element of the world they manipulate (Water, Fire, Earth, and Air). For example, *Burning Hands* is not considered an evocation spell for the Fundamentalist, it is considered a Fire Spell. Certain features or abilities may affect an Elemental Spell depending on its element. Learning a Spell as an Elemental Spell prevents features that would affect that spell’s traditional school from applying to that version of the spell and vice versa.

Spellcasting Ability

Constitution is Spellcasting Ability and is used for your Elemental Spells. Refer Below for how to calculate your Spell Save DC and Spell Attack Modifier, for when an Elemental spell calls from them

Spell Save DC = 8 + Proficiency Bonus + Constitution Modifier

Spell Attack Modifier= Proficiency Bonus + Constitution Modifier

Spellcasting Focus

You can use a Druidic Focus as a Spellcasting Focus for your Elemental Spells. You may also replace the material component of your Elemental Spells with their respective element if it exists in the environment or on a person

Fundamental Arts

At 1st level, you understand that the power you have over the elements is tied to honing your body and mind. You can use dexterity instead of strength for your unarmed strikes and for all simple weapons.

- You can roll a d4 for the damage of your unarmed strikes and simple weapons. This becomes a d6 at level 5, and then a d8 at level 10.
- You can make an unarmed strike as a bonus action after taking the Attack action on your turn.
- Whenever your damaging cantrips would require you to make a ranged spell attack, or force a saving throw, you may instead make a melee spell attack roll with a range of 5ft to determine the outcome. Whenever you deal damage with a melee spell attack, you may add your Strength or Dexterity modifier to the damage roll.

Conduit of Nature

At 2nd Level, your Elemental magic has resulted in you becoming more in touch with the natural world. You can tap into the connection to strengthen your Fundamental Arts. You have a number of Channeling points equal to half your Fundamentalist level. When you take the Attack Action on your turn, you can spend a Channeling Point to cast any of your Fundamentalist Cantrips as a bonus action.

Elemental Principles

At 2nd level, you have realized just how connected your Elemental Magic and your Martial Arts truly are. You learn one Elemental Principle for which you meet the prerequisites. You learn more Principles at higher levels as shown on the Fundamentalists Table. Whenever you gain a level in this class, you may choose to retrain a Principle, but only if it is not being used as a prerequisite for another Principle.

Unarmored Defense

At 3rd level when you aren’t wearing armor, you may calculate your AC as 10 + Dexterity Modifier + Constitution Modifier.

Worldly Aesthetic

At 3rd level, you have aligned your training with a philosophy that will influence the way your power grows. Choose between the Aesthetic of Balance, and the Aesthetic of Will

Extra Attack

At 5th level, when you take the attack action on your turn, you may make two attacks instead of one. You may replace one of these attacks with the casting of an Fundamentalist Cantrip that you know. If the cantrip requires a ranged spell attack roll or saving throw, it must be replaced with a melee spell attack roll as if by your Fundamental Arts Feature.

Worldly Aesthetics

Fundamentalists latch on to philosophies surrounding the elements as they grow in their practice. The Aesthetic you choose reflects what kind of philosophy you have chosen

The Aesthetic of Balance

Fundamentalists who follow the Aesthetics of Balance believe that all of the world’s elements exist with each other in harmony. They believe that each element is a smaller piece of the puzzle that is life, and that existence as we know it would not be possible without all of the elements working together. They understand that true mastery of their powers can only be achieved by harnessing the power of all the elements

Balanced Soul

3rd Level Aesthetic of Balance Feature

Each element has its strengths and weaknesses. You understand that you are at your strongest when you utilize all of their strengths to cover their faults. You know all the elemental spells for your spell level and must prepare a select few based on your journey ahead. At the end of a long rest, you can prepare a number of Elemental spells equal to the Spells Known Collumn on the Fundamentalists Table. You may also forget one cantrip you have learned and replace it with another.

Harmonic Discipline

7th Level Aesthetic of Balance Feature

You learn one additional Elemental Principle for which you meet the requirements. At the end of a long rest, you can retrain this Principle into any other Principle for which you meet the requirements. This Principle cannot be used to fulfill the requirements of other Principle.

Magic Block

13th Level Aesthetic of Balance Feature

Your deepened connections to all of the Elements have let you see how each of them interacts with creatures of the realm and with the Weave. As an action, you can expend 2 channeling Points touch a creature within 5ft, and sever its connection to all forms of magic. For the next minute, the creature loses access to any spellcasting, innate spellcasting, or similar features that allow it to replicate the effects of spells.

State of Balance

17th Level Aesthetic of Balance Feature

Your learned Principle no longer define your capabilities with the elements. Whenever you finish a long rest you can forget one Principle of your choice and learn a new Principle to replace it. Your Harmoc Principle has improved and can now be retrained during short or long rests.

The Aesthetic of Will

Fundamentalists who follow the Aesthetics of Will believe that the best way to grow their powers is to dedicate themselves to the study of one element. They become incredible scholars and warriors due to this

Dedicated Soul

3rd Level Aesthetic of Will Feature

You dedicated yourself to the study and practice of one element. Choose Water, Fire, Earth, or Air to become your dedicated Element. You gain the following benefits depending on your chosen element.

- Water- Resistance to Cold damage, You learn the *Ray of Frost* Cantrip
- Earth- Resistance to Bludgeoning damage, You learn the *Resistance* Cantrip and can cast it on yourself as a bonus action.
- Air- Resistance to Thunder damage, You learn the *Prestidigitation* and *Message* Cantrips
- Fire- Resistance to Fire damage, You learn the *Fire Bolt* Cantrip

Committed Discipline

7th Level Aesthetic of Balance Feature

Whenever you cast a leveled spell that isn’t of your Dedicated element, treat it as one spell level lower than the level it was cast at. When you cast a leveled spell that is of your Dedicated Element, you can spend one Channeling point to treat the spell as one level higher than the level it was cast at.

Improved Channel Energy

13th Level Aesthetic of Balance Feature

When you create an additional Elemental Slot using the Channel Energy feature, you may create the extra slot for two Channeling points. When you create the Slot in this way, it may only be used for spells of your Dedicated Element.

State of Mastery

17th Level Aesthetic of Balance Feature

You can fully align yourself with your Dedicated Element to use it to its full potential. Once per long rest you can cast the following spell depending on your Dedicated element.

- Water- Investiture of Ice
- Earth- Investiture of Stone

Energy Strikes

At 9th level, when you deal damage with an unarmed strike, you may change its damage type to fire, cold, thunder, or lighting .

Channel Energy

At 11th level, whenever you finish a short or long rest, you can spend 4 Channeling Points to create an additional Elemental slot of your level. This slot vanishes if not used by the next time you take a short or long rest.

Evasion

At 15th level, whenever you make a dexterity saving throw to avoid taking damage, you take half damage on a fail and no damage on a success.

One with the Chaos

At 18th level, you’ve learned how to open a portal within yourself, directly harnessing the power of the elements from their respective planes. As a bonus action, you can spend a Elemetnal slot to open up this portal. For the next minute, whenever you use an ability that requires Channeling points, you may reduce the needed Channeling points by 1 to a minimum of 0, making the feature free.

Ascendant Mastery

Whenever you roll initiative, you may restore either one Elemental slot, or two Channeling points.

- Air- Investiture of Wind
- Fire- Investiture of Flame

Elemental Principles.

These Principles represent a combination of your studying of Elemental Magic, along with you Fundamental arts. They combine both your magical and physical prowess into a specific ability. For most of these principles, this comes in the form of an additional spell. Spells from principles cannot be affected by other class features unless they specify that you learn the Spell, and what Element that spell is associated with. Some Principles are Advance Principles, these are special Principles that require extensive training to learn. In order to learn an advanced principle, you need to have learned at least one other Principle of that element. For example, in order to learn the *True Freedom* Advanced Air Principle, you would need to be 10th level and have already learned another Air Principle.

Ball of Air

Air Principle

You can cast *Longstrider* on yourself without expending an Elemental Slot. If you spend a Channeling point as part of the spell’s casting, you also gain the benefits of the *Jump* spell until *Longstrider* ends

Leaf in the Wind

Air Principle,

You can Disengage as a bonus action. If you spend one Channeling Point as part of this bonus action, you can also take the dash or dodge action.

True Freedom

Advanced Air Principle, 10th Level

You can cast *Fly* on yourself using an Elemental Slot. Once per round when your concentration on *Fly* would end due to taking damage, you can spend one Channeling Point to maintain concentration on the spell.

Air is the Element of Freedom

Air Principle, 6th level

Whenever you cast a leveled air Spell, you can propel yourself using the wind you created. You can move up to 15ft in a straight line away from a point or creature affected by your Air Spell. If you are the only one affected by your Air Spell, you are pushed 10ft up into the air instead. Movement caused by this Principle does not trigger attacks of opportunity.

Ice Shield

Water Principle

You can cast *Shield* once per short rest without expending an Elemental Slot. If you spend a Channeling point as part of using this Principle, creatures that miss attack rolls against you take 1d6 cold damage for the duration of the *Shield* spell.

Water is the Element of Change

Water Principle

You adapt to any situation just like the shape of water. Whenever you cast a leveled Water spell you become surrounded by fragments of ice or bubbles of water.

Your next saving throw gets a bonus equal to your Constitution modifier

Healing Tides

Water Principle, 6th level

You learn *Prayer of Healing* as a Water Spell. When you finish casting the spell, you can spend one channel point to create 2 vials of healing water. A creature can apply a vial of healing water to their wounds as a bonus action and regain 1d4 hitpoints.

Frosted Blades

Advanced Water Principle, 10th level

You learn *Elemental Weapon* as a Water spell. When you cast this spell you may only choose the Cold damage option. If you touch water or ice as part of casting this spell, you can create two special blades made of ice. Both of these blades are effected by the *Elemental Weapon* spell and have the light properties. These blades become useless once the spell ends.

While holding these blades you can use them as a spellcasting focus for your Water Spells.

Earth is the Element of Substance

Earth Principle

If you use your action to cast an Earth Spell, you can immediately create a pillar of cover using your bonus action in an unoccupied space within 5ft of you. This pillar is a 5ft wide and 10ft tall. Creating a pillar destroys any previous ones made with this Principle.

If you learn *Catapult* as an Earth Spell. By spending a channeling point you can ignore the weight of the stone pillar created by this Principle to cast *Catapult* on it

Earthen Senses

Earth Principle,

You gain 60ft of Tremorsense and gain a bonus to your Initiative rolls equal to your Consitituiton Modifier. As an action, you can spend one Channeling Point to give yourself 30ft of Blindsense for one minute.

Golem Fists

Earth Principle, 6th level, 15 Strength

You learn *Magic Weapon* as an Earth spell. You can cast this spell on a piece of Earth to create a set of Stone Gauntlets affected by the spell. You are considered proficient with these gauntlets and can use them to make unarmed strikes. The Gauntlets crumble once *Magic Weapon* ends.

While wearing these gauntlets, you can spend a Channeling point to Shove or Grapple a creature as a bonus action.

Golem’s defenses

Advanced Earth Principle, 15 Strength, 10th level

Once per day you can spend an Elemental slot to turn nearby stone or metal into a suit of armor only you are proficient with. If stone was the target material, your AC with the armor becomes 14 + Dex modifier (max 2), and with metal, it becomes 15 + Dex modifier (max 2). You have disadvantage on Stealth checks while wearing this armor, and it becomes useless after 8 hours.

Fire is the Element of Power

Fire Principle

When you cast a fire spell, you can manipulate the flames to hurt nearby creatures. Pick one target of the spell, all creatures unaffected by the spell within 5ft of that target take 1 fire damage. You can spend a Channeling point to increase this damage to your Proficiency bonus. This Principle can only be used once per turn.

Reckless Advance

Fire Principle

Your melee attack rolls critically hit whenever you roll a 19 or 20. You can spend one Channeling point to empower your Fire Spells. Until the start of your next turn all creatures have disadvantage on saving throws against your Fire Spells, but you also have disadvantage on all saving throws.

Relentless strikes

Fire Principle, 6th level

You learn *Scorching Ray* as a Fire Spell. You can spend one channeling point when casting the spell to convert its ranged spell attack rolls into melee spell attack rolls.

Eye of the Inferno

Advanced Fire Principle, 10th level

Once per day, you can cast *Fireball* using an Elemental spell slot. The spell is centered on you but it does not affect you. You can expend a Channeling Point to protect creatures within 5ft of you from the spell

The Elemental Chaos

Universal Principle, repeatable

You tap into the power of all four elements to develop your own technique. You learn a spell of your choice from the Wizard, Sorcerer, or Warlock spell list. You must be able to cast the spell, and it must be from the Evocation, Transmutation, or Conjunction schools. You may learn that spell at your DM’s approval. Your DM decides which element the Spell best aligns with as well as any additional restraints the spell might have. If they feel it fitting, they may also give it a special use case that requires spending Channeling Points. (Authors note: Get creative with this!)

This Principle does not count towards any elemental Principle requirements such as the requirements to learn an Advanced Principle

Fundamentalist Spell List

| | | |
|--|--|---|
| Air Gust Thunderclap | Maximilian's Earthen Grasp Locate animals or plants Pass without Trace | <i>4th level</i> Fire Shield (Fire only) Wall of Fire |
| <i>1st level</i> Thunderwave Fist of Air Feather Fall | <i>3rd level</i> Erupting Earth Meld Into Stone Wall of Sand Tiny hut | <i>5th level</i> Summon Draconic Spirit (Fire Only) Flame Strike |
| <i>2nd level</i> Gust of Wind Hold Person Warding Wind Shatter | <i>4th level</i> Stone Shape Stone Skin Locate Creature | Water Frostbite Shape Water Thorn whip |
| <i>3rd level</i> Wind Wall Water Breathing Sending | <i>5th level</i> Transmute Rock Wall of Stone | <i>1st level</i> Create or Destroy Water Fog Cloud Ice Knife |
| <i>4th level</i> Freedom of Movement | Fire Control Flames Create Bonfire Produce Flame Shocking grasp | <i>2nd level</i> Water Whip Protection from Poison |
| <i>5th level</i> Antilife Shell Control Winds | <i>1st level</i> Burning hands Fangs of the Fire Snake Hellish Rebuke | <i>3rd level</i> Wall of Water Sleet Storm Tidal Storm Gaseous Form |
| Earth Magic Stone Mold Earth | <i>2nd level</i> Continual Flame Flame Blade Flaming Sphere | <i>4th level</i> Control Water Ice Storm Watery Sphere |
| <i>1st level</i> Earth Tremor Alarm Catapult Mage Armor | <i>3rd level</i> Call Lightning Minute Meteors | <i>5th level</i> Cone of Cold Maelstro |
| <i>2nd level</i> Dust Devil | | |

New Spells

Fangs of the Fire Snake

1st Level Fire Spell
Casting Time: Bonus Action
Range: Self
Components: S
Duration: Until the start of your next turn
You empower your unarmed strikes by enveloping your arms in flame. Your unarmed strikes have a range of 10ft, and deal an additional 1d10 fire damage on hit.

At Higher Levels: The additional fire damage from this spell increases by 1d10 every two levels above first.

Fist of Air

1st Level Air Spell
Casting Time: Action
Range: 30ft
Components: V,
Duration: Instantaneous
You blast a gust of air that slams into a creature within range. That creature must make a strength-saving throw. On a failed save, they take 3d10 bludgeoning damage and you can push them up to 20ft away from you and knock them prone. On a successful save, they take half as much damage and are not pushed back or knocked prone.

At Higher Levels: For every spell level above 1st, increase the damage of this spell by 1d10 bludgeoning damage.

Water Whip

2nd Level Water Spell
Casting Time: Action
Range: 60ft
Components: S
Duration: Instantaneous

You create a thin whip-like stream of water which you can pull nearby creatures. Pick one creature within range to make a Dexterity saving throw. On a failed save, the creature takes 4d10 bludgeoning damage and you may pull the creature up to 30ft closer to you and knock it prone. On a successful save, the creature takes half as much damage and is not pulled or knocked prone.

At Higher Levels: For every spell level above 2nd increase the damage of this spell by 1d10 bludgeoning damage and increase the distance the creatures can be pulled by 5ft.